

SYSTEM FOR ARRANGING INTERACTIVE GAMES BETWEEN  
PLAYERS VIA MULTIMODE COMMUNICATION DEVICES

ABSTRACT OF THE DISCLOSURE

15                   A system for managing a competitive activity between first  
and second competitors, each of whom has a multimode communication  
device. The first competitor is provided with a predetermined list of  
competitors, such as a friends list which has been stored in advance by the  
first competitor. The first competitor is requested to select at least one  
20 competitor from the predetermined competitor list as a second competitor via  
the first multimode communication device. A competitive activity is then  
arranged involving the first and second competitors via the first and second  
multimode communication devices. The competitive activity may be a parlor  
game, a gambling or wagering game, a debate or any other type of  
25 competitive activity. In addition, if one of the competitors receives a voice  
telephone call while their multimode communication device is in a data mode  
for conducting the competitive activity, the competitor is notified of the  
incoming voice telephone call. In addition, if the competitor who has  
received the call accepts the voice telephone call, then any other competitor is  
30 notified that the called competitor has accepted the voice telephone call.